PlayStation®

NTSC U/C

PlayStation®

WORMS
WORLD PARTY™

EVERYONE
E
CONTENT RATED BY
ESRB

SLUS-01448

TEAM17
www.team17.com

Ubi Soft
ENTERTAINMENT
www.ubisoft.com

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

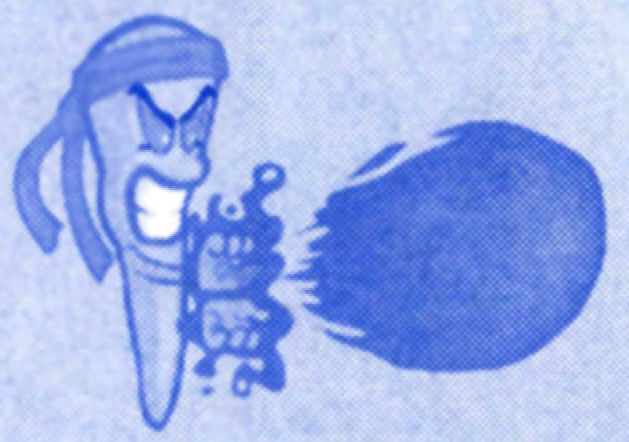
The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

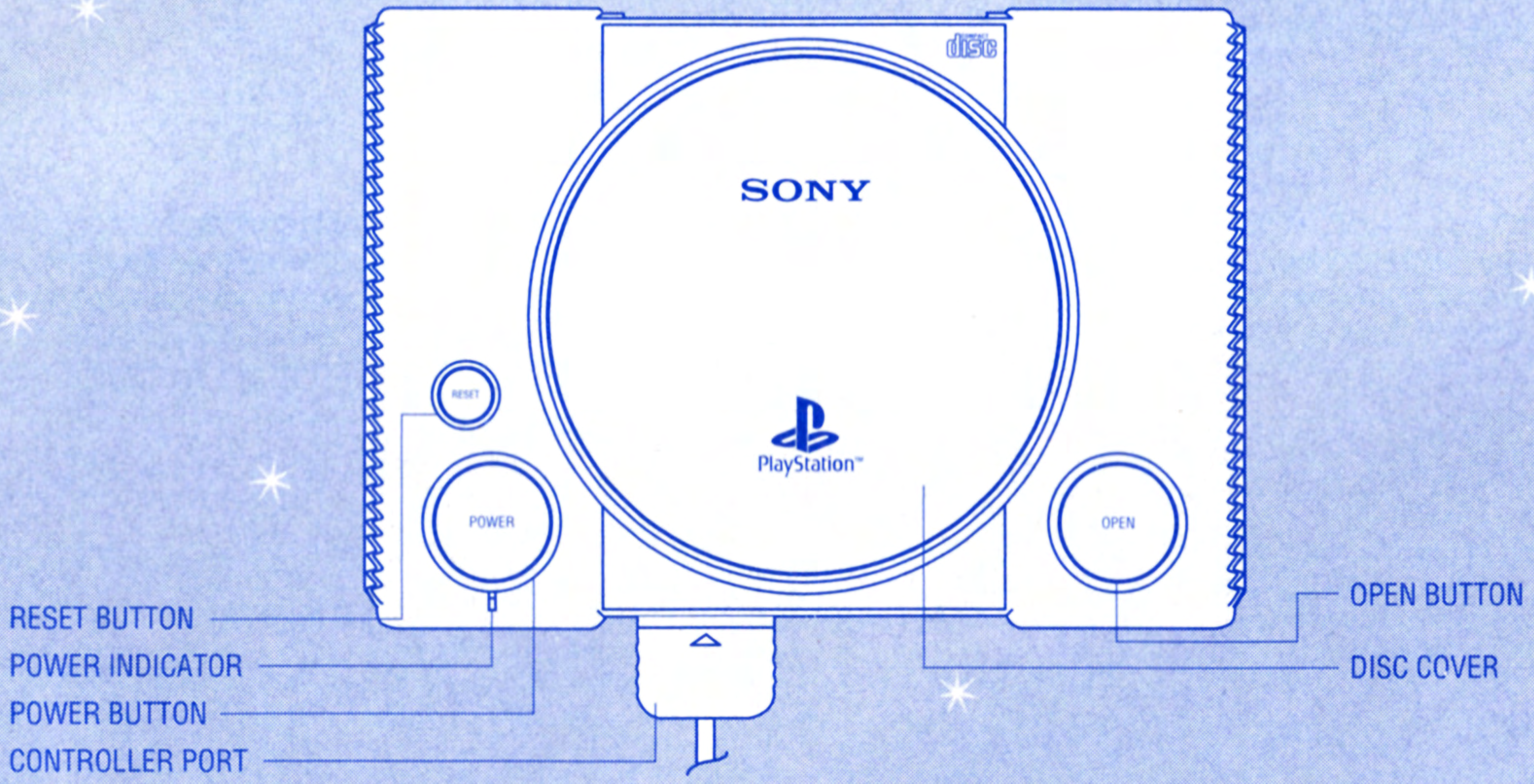
GETTING STARTED 2
GAME CONTROLS 3
ON-SCREEN INFORMATION 5
SELECTING YOUR WEAPON 6
CRATES 'R' US 9
UTILITIES 10
MENU SYSTEM .11
CREATE A NEW GAME 12
GENERAL GAME OPTIONS 13
WORMPOT 14
GAME SCHEMES 17
CUSTOM GAME 19
TERRAIN GENERATION SCREEN 21
OPTIONS MENU 24
TECHNICAL SUPPORT 28



GETTING STARTED

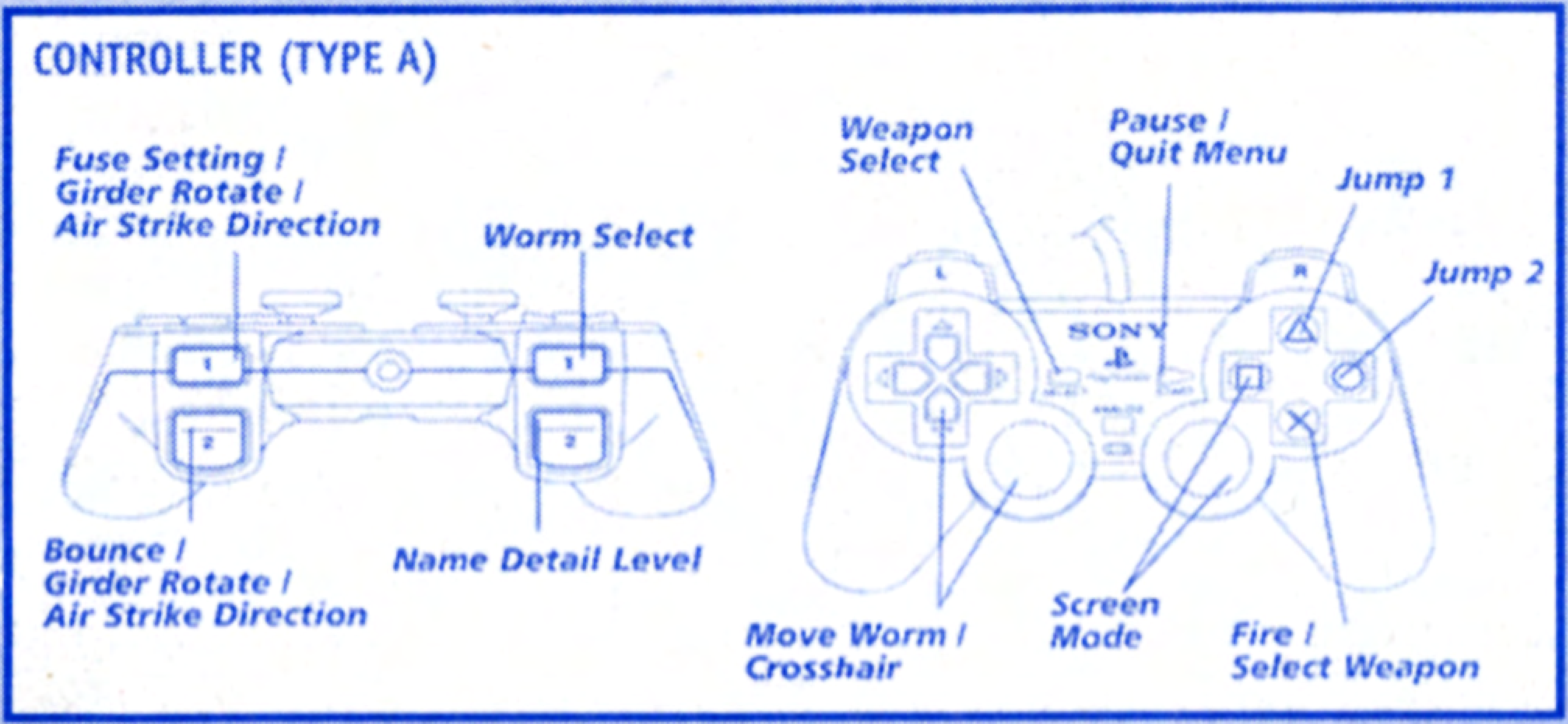
This disc can only be used with the PlayStation® game console.
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Worms World Party™ disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

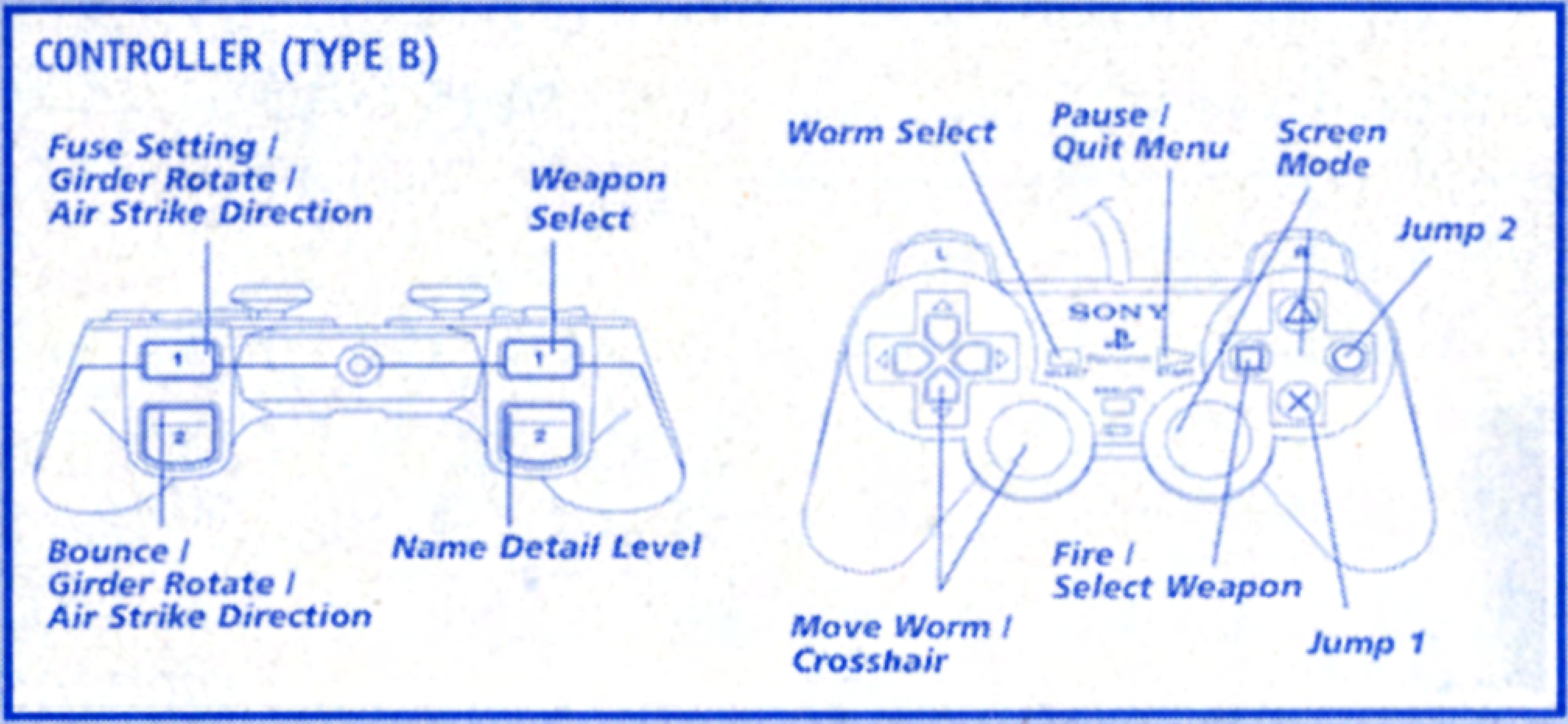
Note: A memory card is required to save your progress. Please ensure that there are at least 3 free blocks on the memory card before starting the game. You are unable to swap memory cards during play.

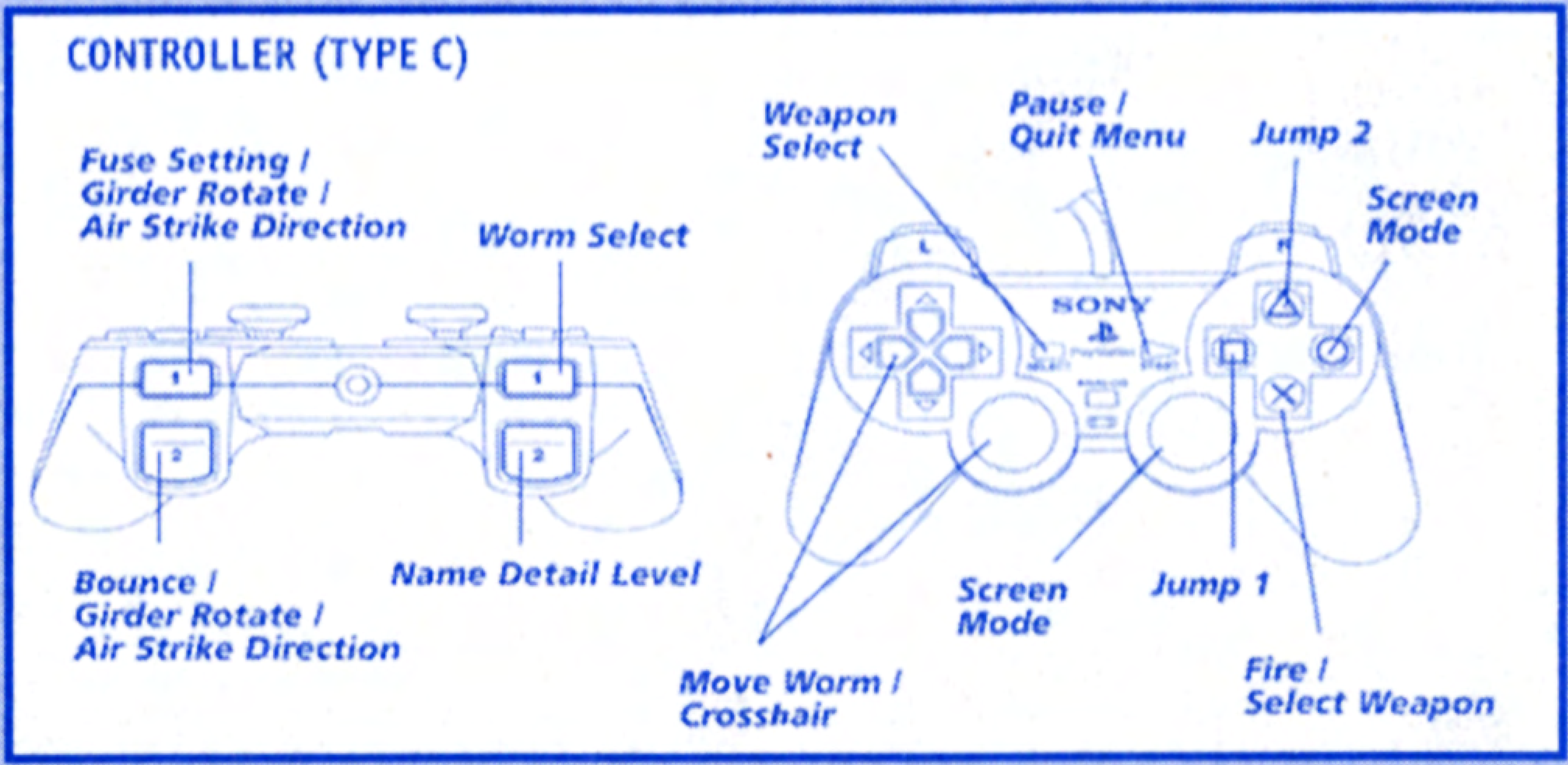


disc
SONY
RESET
PlayStation™
POWER
OPEN
RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT
OPEN BUTTON
DISC COVER

GAME CONTROLS


CONTROLLER (TYPE A)
Fuse Setting /
Girder Rotate /
Air Strike Direction
Worm Select
Bounce /
Girder Rotate /
Air Strike Direction
Name Detail Level
Weapon Select
Pause / Quit Menu
Jump 1
Jump 2
Move Worm / Crosshair
Screen Mode
Fire / Select Weapon


CONTROLLER (TYPE B)
Fuse Setting /
Girder Rotate /
Air Strike Direction
Weapon Select
Bounce /
Girder Rotate /
Air Strike Direction
Name Detail Level
Worm Select
Pause / Quit Menu
Screen Mode
Jump 2
Fire / Select Weapon
Move Worm / Crosshair
Jump 1


CONTROLLER (TYPE C)
Fuse Setting /
Girder Rotate /
Air Strike Direction
Worm Select
Bounce /
Girder Rotate /
Air Strike Direction
Name Detail Level
Weapon Select
Pause / Quit Menu
Jump 2
Screen Mode
Screen Mode
Jump 1
Move Worm / Crosshair
Fire / Select Weapon

MOVING THE VIEW

To scroll around the landscape, hold down the SCREEN MODE button and press the directional button in the desired direction.

DUALSHOCK® analog controller users can scroll around the landscape using the right analog stick. To use Analog mode, press the analog mode switch (so the LED is red) on your DUALSHOCK® analog controller.

CHANGING WORMS

If Worm Select is enabled, press the WORM SELECT button to select a different member of your Worms Team. You can only change Worms if you haven't already moved one or selected a weapon.

MOVING WORMS

Move your Worm around by using the directional button or the left analog stick on the DUALSHOCK® analog controller.

JUMPING

Make your Worms jump forward by pressing the JUMP 1 button. You can also make Worms jump backwards by pressing JUMP 1 twice in quick succession and perform an upward jump with JUMP 2. Pressing JUMP 2 twice in quick succession performs a back-flip.

Tip: Certain weapons can be used while your Worm is jumping.

QUIT

Press the START button to open the Quit Menu. You can select Draw Game, Force Sudden Death mode and Quit Game. You can also view the number of rounds won by each team from here. When the Quit Menu is accessed, the game is in pause mode. Press the START button again to resume play.

NAME SWITCH

Sometimes the visibility of the Worm names can hinder the player. Press the NAME DETAIL LEVEL button to toggle the Worm name visibility setting between full, partial, and none.

ON-SCREEN INFORMATION

The game screen is full of useful information. The following explains what it all means!

TURN/ROUND TIME INDICATOR

Your Turn Time counts down at the bottom left of the screen. When it reaches zero, play passes to the next team.

WIND BAR

Some weapons, e.g. Bazooka, are affected by the wind. There is a wind strength indicator at the bottom-right of the screen to help you gauge your shots.

TEAM STATUS

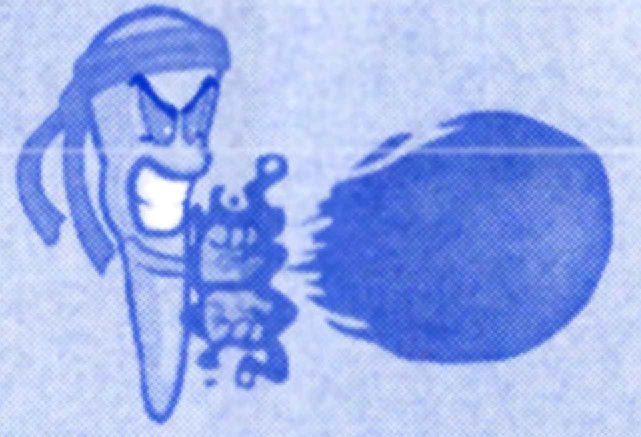
Each team in the game has an overall energy bar shown at the bottom of the screen. When this is fully depleted, that team is removed from the game.

WORM STATUS

Worm names and energy values appear above each Worm.

UTILITIES

Enabled utilities (Double Damage, Crate Spy etc.) will appear above the wind indicator in a small box when they are in use.



SELECTING YOUR WEAPON

WEAPONS PANEL

The weapons panel is accessible by pressing the WEAPON SELECT button. To select a weapon, move the highlight box to your desired weapon and press the FIRE button to select it. To remove the panel from the screen, you can either select a weapon or press the WEAPON SELECT button again.

WEAPON USAGE

Worms World Party includes around 50 weapons for you to use. The best way of learning to use these is by playing Training Missions and Time Attack single-player games. The Wormapaedia section available on the Training, Missions and Time Attack menu screens also offers valuable advice and tips. It is well worth reading to brush up on the necessary skills.

WEAPONS

BAZOOKA

Press the up and down directional button to move the crosshairs. Then press and hold FIRE to shoot the weapon (the longer you press it, the stronger the shot will be).

HOMING MISSILE

Move the target cursor with the directional button and press FIRE to set the target. Press the up and down directional button to move the crosshairs and press FIRE to shoot (the longer you press it, the stronger the shot will be).

MORTAR

Press the up and down directional buttons to move the crosshairs and press FIRE to shoot.

HOMING PIGEON/ PATSY'S MAGIC BULLET

Move the target cursor with the directional button and press FIRE to set the target.

Press the up and down directional buttons to move the crosshairs and press FIRE to shoot.

SHEEP LAUNCHER

Aim with your directional button and press FIRE to launch. Once the sheep is off and running, it acts as any self-respecting sheep would.

GRENADE/ CLUSTER BOMB/ BANANA BOMB/ HOLY HAND GRENADE

Set the fuse setting (in seconds) and toggle the bounce setting, from min to max. Press the up and down directional buttons to move the crosshairs. Then press and hold FIRE to shoot the weapon (the longer you press it, the stronger the shot will be). Note: Holy Hand Grenade has no fuse/bounce settings.

BATTLE-AX/ FIRE PUNCH/ DRAGON BALL/ SUICIDE BOMB/ PROD

Stand next to your target and press FIRE.

EARTHQUAKE/ INDIAN NUCLEAR STRIKE/ ARMAGEDDON/ SCALES OF JUSTICE

Press FIRE to start, no aiming is required.

SHOTGUN/ HANDGUN/ UZI/ MINIGUN

Press the up and down directional button to move the crosshairs and press FIRE to shoot (shotguns have two shots due to their double barrel).

KAMIKAZE

Select a direction with the directional button, then press FIRE.

DYNAMITE/ LAND MINE/ MING VASE

Press FIRE to drop.

SHEEP

Press FIRE to release and press FIRE again to detonate.

SUPER SHEEP

Press FIRE to release, press a second time to fly. Control the flight via left and right on the directional button, or FIRE again to drop, again to detonate.

MOLE BOMB

Press FIRE to release, FIRE to cause the mole to jump up then dig downwards. Press FIRE a third time to detonate.

AIR STRIKE/ MAIL STRIKE/ MINE STRIKE/ MOLE STRIKE/ MB BOMB/ SHEEP STRIKE/ CARPET BOMB

Select a target by moving the cursor with the directional button, choose which direction you would like the strike to come from (left or right of the screen) using the Air Strike direction button. Once you are happy with your positioning, press FIRE.

BLOW TORCH

Select your direction with the directional button and press FIRE to start and stop digging. You can also use the directional button to move up and down while digging.

PNEUMATIC DRILL

Press FIRE to start digging down and FIRE again to stop.

GIRDER/ BRIDGE KIT

Use the directional button to position the Girder and press GIRDER ROTATE to rotate the girder. Press FIRE to place it.

BASEBALL BAT

Stand next to your target, aim the crosshairs, and press FIRE to sort them out.

NINJA ROPE

Press FIRE to launch the rope and the left and right directional button to swing on the rope. Press up and down on the directional button to shorten and lengthen the rope. Press FIRE to detach your Worm from the rope.

BUNGEE

To use the bungee you must first select it and then walk your Worm off the edge of a cliff!

PARACHUTE

Press FIRE to open your parachute. Also opens on its own after a fall.

TELEPORT

Simply select the location where you want your Worm to end up and press FIRE to activate.

SUPER BANANA BOMB

Just press FIRE after you have thrown to shower your enemies in soft fruit and then FIRE again to detonate.

SALLY ARMY/ SKUNK/ OLD WOMAN/ MAD COWS

Press FIRE to release (facing the direction you want) and after a while watch it explode or press FIRE a second time to manually detonate it (Old Women and Mad Cows can't be detonated manually).

DONKEY

Simply select the location where you want the Donkey to land and press FIRE to activate.

FREEZE

Press FIRE to freeze your Worm.

CRATES 'R' US

Throughout the game, different crates will drop from the sky, or teleport into the playing field. There are three distinct types; Weapon Crates, Health Crates and Utility Crates.

WEAPON CRATES

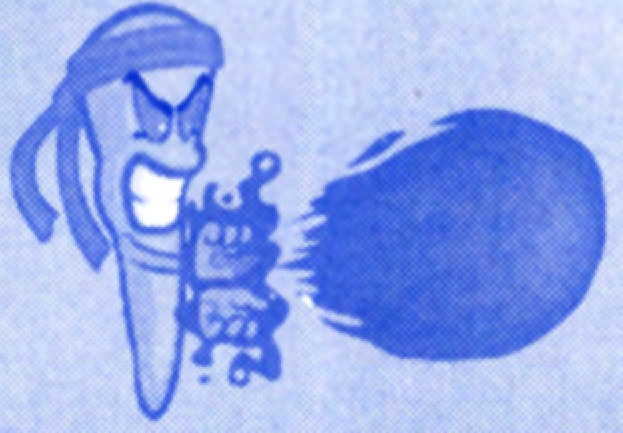
The contents of Weapon Crates are usually more powerful weapons, or weapons that are initially handed out in limited supply, such as Super Sheep, Dynamite, Homing Missiles etc.

HEALTH CRATES

Health Crates offer a source of topping up your energy levels throughout a match. Collect the crate and the Worm receives a boost. Health Crates also offer an antidote to any infection a Worm may have received.

UTILITY CRATES

These crates contain utilities to help you in various ways. There are two types; collectible types, which can be stored and used when the time suits (shown in the utility panel at the top of the weapon panel) and instant utilities, which come into effect as soon as you collect the crate.



UTILITIES

COLLECTABLE UTILITIES

FAST WALK

This lasts for one turn and allows Worms to walk over the land much quicker than before. Excellent for long assaults and critical attacks.

LASER TARGET

Enables a Laser Sight on the following weapons; Uzi, Mini Gun, Hand Gun, Kamikaze and Shotgun. This makes it much easier to judge your shots. This only lasts one turn though.

LOW GRAVITY

This incredible effect makes all your shots and movements susceptible to Low Gravity. This means superlong jumps and more besides!

JET PACK

Use the directional button to control vertical and rear thrusters as your Worm takes to the skies. Particularly useful to reach distant shores if you're short on Teleports and exceedingly useful if you wish to fly by and drop some Dynamite onto a bunch of Worms. Join the space age, get the Jet Pack!

INSTANT EFFECT UTILITIES

DOUBLE TIME

Instantly doubles the amount of time remaining on the current turn.

CRATE SHOWER

Randomly drops a few more crates onto the landscape.

CRATE SPY

This effect, which lasts until the end of the round, allows the team to reveal the contents of any crates around the landscape.

DOUBLE DAMAGE

Lasts for just a single turn and delivers double damage to any explosion that occurs. Mighty powerful and should be used with caution.

MENU SYSTEM

MAIN MENU

From here you can select to play a single-player game, create a multiplayer game, or go to the options menu. The ⊗ button on the controller is used for selecting. Pressing the △ button will take you back to the previous menu, or out of team select windows.

SINGLE-PLAYER MENU

SINGLE-PLAYER QUICKSTART GAME

This allows you to get playing very quickly. You will play with a predefined team and weapon selections against a series of computer-controlled robots (Wormbots). Games will be played on randomly generated landscapes, with the default game option set.

TRAINING

The training arena offers a host of distinct disciplines in which to train. In all training modes, you will work against the clock. Your best times are logged and can be saved to your memory card. To play, select your team, then event, then start.

MISSIONS

Missions in Worms World Party are cunningly designed to test everyone from beginners to seasoned veterans. They range in order from easy to hard and must be completed in order. If you struggle to complete a mission, the game realizes this and supplies help in the form of extra weapons / utilities to help you progress.

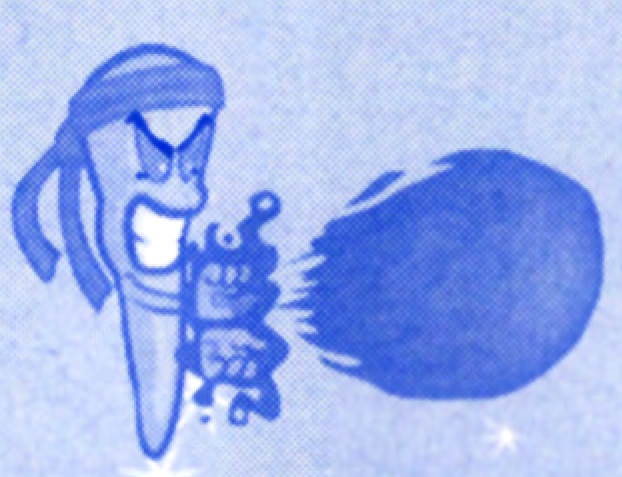
Note: If you successfully complete a mission, the custom-drawn landscape in that mission is available for you to play on in normal games! (See TERRAIN GENERATION SCREEN section later in the manual for details) Select team, then mission, then start.

TIME ATTACK

Time Attack is similar to missions, though there are multiple ways to complete the level. The objective is to find the fastest method. The times for completion are saved and Team17 record times are listed as a gauge.

DEATHMATCH CHALLENGE

Similar in play to standard games, you will take on a number of computer teams in an ever-increasing spiral of difficulty. The statistics for this will be kept, and rewards given for high-ranked teams. Select your team, then start.



CREATE A NEW GAME

MULTIPLAYER

This is the menu for creating traditional Worms World Party multiplayer games on your PlayStation game console. Multiplayer games can be between 2-4 teams, any of which may be computer controlled at a variety of skill levels.

BARRACKS

All teams available for selection are listed in the Barracks. To add a team to the game, highlight the team and press the ⊗ button. The team will disappear from the barracks and appear in the GAME ROSTER window. Select all the teams you want to be in your game and press the △ button to exit the barracks window.

GAME ROSTER

As you add teams into the game, they will appear in the game roster. Up to four teams can be added. To remove a team and place it back in the Barracks, highlight it and press the ⊗ button. When the teams are in the ROSTER, you can select several options:

ALLIED TEAMS

You can ally teams together, meaning they will appear in the game on the same side. Highlight the team you wish to ally and press the □ button until the team color is the same as the team you wish to ally with. Allied games play exactly like normal games, but with a few notable exceptions. Allied players get accredited with a victory if their alliance wins, even if their team is defeated. During the game, alliances take turns to have their move. Teams within alliances will take turns to move within that alliance.

HANDICAPPING

Highlighting a team and pressing the ◎ button will toggle through the team handicap options. A team will have 25 energy points added to (+) or removed from (-) its starting energy level. If neither symbol is shown (default) then the Worms start with the level as set in the General Game Options.

NUMBER OF WORMS IN THE TEAM

You can alter the amount of Worms that a team will start the game with. To do this, highlight the team and move the directional button left and right to toggle the amount from 1 to 4.

MULTIPLAYER MISSIONS

There is the option to play multiplayer missions within the 'create new game' menu. You can override the core settings of the game by changing the GENERAL GAME OPTIONS.

GENERAL GAME OPTIONS

These are options that are very basic and govern simple rules of the game. Highlight the option required and press the ⊗ button to toggle through the available settings.

TURN TIME

This is the period (in seconds) you have to make your move on your turn. The lower it is, the more difficult it becomes to make your turn.

ROUND TIME

This is the period (in minutes) before the round ends and the Sudden Death period begins.

STARTING ENERGY

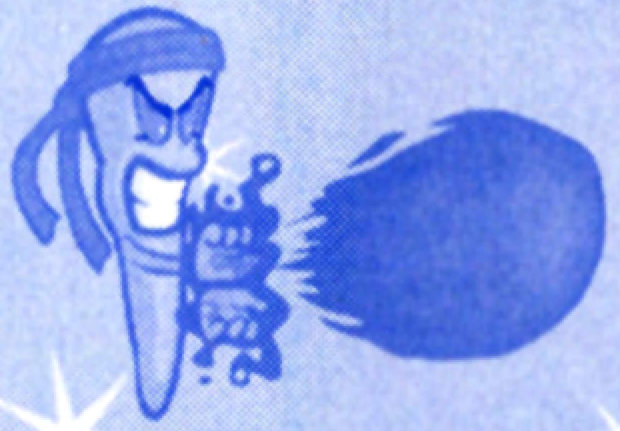
This is the starting energy of all Worms in the game, before any handicapping is selected. The default energy level is 100 and is what we recommend.

VICTORIES REQUIRED

Select the number of victories (rounds won) for the team (or alliance) to win the match. The default is two rounds to win the match.

WORM SELECT MODE

During play, it's possible to play and select which Worm you would like to move next; however, we feel that Worms World Party is a more skillful game when the Worms in a team take turns to cycle round to their turn. Select between NO WORM SELECT (you cannot choose which Worm to move), and WORM SELECT (you can use the WORM SELECT button to choose which Worm to move).



WORMPOT

The WormPot is a fast and attractive way of experiencing many different ways to play Worms from just a select few modes (eg. Wind affects Grenades). It does this by adding different modes of play together to create well over 400 different combinations. The WormPot is so called because it looks like a Jackpot Fruit machine, with three different reels. Each game mode is represented by a different graphic. Add all these together and you'll see what attributes your game will have.

Reel 1: Health Bonanza (maximum health crate drops)

Reel 2: Low Gravity (low gravity is switched on)

Reel 3: Specialist Worms (each Worm can only use a selection of weapons)

This would mean that when it came to playing this game you would have health crates dropping on every single turn, every Worm would jump and be blown super long distances by other weapons and each team would have the 4 types of specialist Worms (Cannonade, Grenadier, Melee and Engineer). The best way to learn about the modes is to play them! However, for newcomers we have a short description.

NO MODE

Nothing selected

POINTS FOR WEAPONS

Allows users to set their own weapons, purchased when players create their team.

SHEEP SHEEP EVERYWHERE

All crates contain sheep.

AQUA SHEEP GALORE

Super Sheep can fly under water.

GOD MODE

Worms have infinite energy and can only be killed by falling into the drink.

SUPER HAND-TO-HAND

Hand-to-hand weapons do increased damage.

SUPER ANIMALS

Animal weapons do increased damage.

SUPER CLUSTERS

Cluster weapons do increased damage.

SUPER ENGINEERS

Engineer-type weapons do increased damage.

SUPER EXPLOSIVES

Explosives do increased damage.

DAVID AND GOLIATH

One of your Worms is the mighty Goliath, the rest are Davids.

MAX FALL DAMAGE

Falling a long way will hurt, a lot.

DROPS ONLY

Players start with almost nothing and collect weapons from crates.

X2 DAMAGE

Everything does twice as much damage as normal.

CRATES EVERYWHERE

Crates drop all the time.

WEAPONS DON'T END TURN

Once a Worm has fired a weapon it can fire again and again and again – as long as it's in the turn time.

POWER HAND-TO-HAND

All hand-to-hand weapons have increased power (Worms will be thrown further).

POWER ANIMALS

All animal weapons have increased power (Worms will be thrown further).

POWER CLUSTERS

All cluster weapons have increased power (Worms will be thrown further).

POWER EXPLOSIVES

All explosive type weapons have increased power (Worms will be thrown further).

SPECIALIST WORMS

Each Worm is now a specialist and only has access to certain weapons. The four specialists are Cannonade, Grenadier, Melee and Engineer.

NO RETREAT NO SURRENDER

Once a weapon has been fired there is no going back. Oh, and you can't surrender.

MAX HEALTH DROPS

Health drops are cranked up to Max.

LOW FRICTION

Friction is set to low so the land seems slippery.

WIND AFFECTS ALL

Wind affects almost all weapons and yes, that does include grenades.

HIGH FRICTION

Friction is set to high so that Worms don't slide about.

ONE SHOT ONE KILL

All Worms start with one energy so one shot does indeed mean one kill.

ENERGY OR ENEMY

All Worms start the game poisoned but there are health crates about. Decide whether to go for enemy or energy.

EARTHQUAKES

Every few turns there will be an earthquake - stay away from the edge.

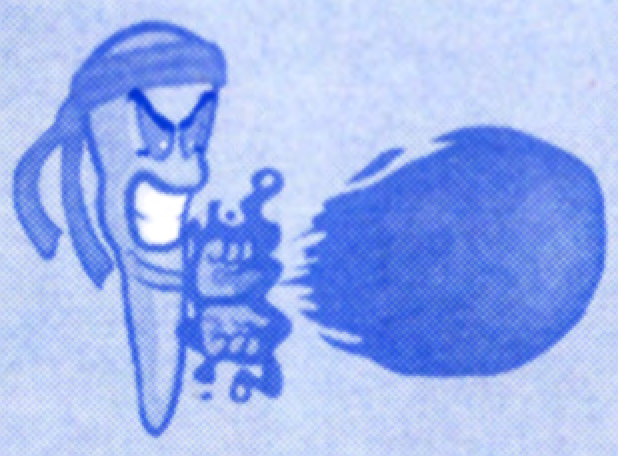
FORTS

Play a fort game where Worms use their own fort chosen when creating a team. More than 2 teams can play but only the first 2 teams' forts will be displayed.

SUPER ROPE

Worms now have access to the super rope - longer and stronger than your average rope.

Note: Some modes that conflict with each other are kept on one reel so that it is impossible to have them activated at the same time.



GAME SCHEMES

The weapons that teams take into battle are determined by which GAME SCHEME they are using. All the GAME SCHEMES are accessed from this menu. These schemes contain setups of the options and weapons, which govern how the game plays. The name of the option set indicates the style of game you can expect.

BEGINNER

For novices. Provides the player with standard issue weapons and long turn time.

INTERMEDIATE

Similar to beginner, but for the slightly more adept player.

ARMAGEDDON

Instant nuclear explosion leaves your Worms with health problems. More weapons add to your destructive fun.

ARTILLERY

Immobilized Worms and manual Worm placement mean you have to prepare yourself for a long battle of attrition.

DARKSIDE

A scheme tailored for people who like to hide away rather than fight in the open.

SHOPPING MALL

A basic weapon set aided by frequent supply drops.

STRATEGY

For deep, strategic play.

SUDDEN SINKING

With instant water rise, this scheme has the tools you need to escape the tide and destroy the enemy.

TOURNAMENT

For more advanced players who prefer the more difficult to master weapons.

ANIMAL FARM

A scheme mainly utilizing the various animal-based weapons available.

KUNG FOOD

This scheme is for lovers of close personal combat only.

SNIPER

For those who prefer to use guns rather than explosives.

CLOCKWORM ORANGE

A variety of intensely powerful weapons, set on delay - the longer the round takes, the more weapons become available.

AERIAL

A scheme for players who like their weapons dropped from above, Jet Pack-equipped Worms.

MEN AT WORM

Allows you to build good defenses before the delayed weapons become available for use.

ARMS RACE

Hugely powerful weapons released gradually as the battle progresses.

FULL ROPE

For players who like to use the rope to good effect.

HIGH EXPLOSIVE

High explosive weapons for total destruction.

TANKXZ

Immobile Worms, a battle to the death.

RETRO

The original Worms default scheme.

STRIKER

Air Strike-based destruction.

BLAST ZONE

Powerful weapons a-plenty. High Worm energy compensates for this intense battle.

PRO

Manual Worm placement and scheme for the more advanced player.

BNG

Bazooka's and Grenades are the order of the day here. For players who prefer the difficult to master weapons.

FOR FUN

Lots of everything, it's for the kids!

NO RETREAT

No going back once you have taken your shot.

DROPS ONLY

All weapons come via crate drops. You only have a few 'movement' weapons at the start.

1 SHOT 1 KILL

Does exactly what it says on the tin.

ENERGY OR ENEMY

Your health is going down, fast. Do you go for the kill or try to pick up that health crate?

HEALTH BONANZA

Loads and loads of health crates, try and get them in the water.

CUSTOM GAME

Custom Game is a special scheme that allows you to personally customize to a very precise degree certain game elements described below.

WEAPON OPTIONS

The Weapon options allow you to configure the way in which weapons and ammo are distributed to teams in the game, configure the strength of the weapon and suggest if and when the weapon should arrive as a reinforcement. Please note that not all the weapons are available to edit, just the standard ones. Other weapons become available in special crates dropped during the game. If you opt to play with team-based special weapons, you can also edit and alter these weapons, which are in a separate list from the standard weapons.

AMMO

By default, you will see the AMMO selection, which shows you how many of each weapon you will be given at the start of a round. Press the ⊗ button on the icon to change between NONE, 1-9 or UNLIMITED

POWER

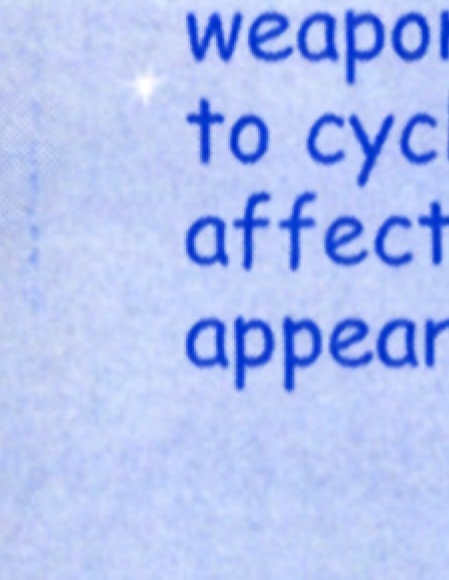
Press the ⊗ button to increase the weapon power.

DELAY

This shows in which round the weapon will become available. Press the ⊗ button to toggle through 1-9 or OFF (weapon is available at the start).

WEAPON CRATE SUPPLY

You can use this screen to bias how often these weapons will appear in weapons crates. Press the ⊗ button to cycle through OFF and 1-5. This affects the probability of the weapon appearing in a weapons crate.



OTHER WEAPON OPTIONS

SECRET WEAPONS

Select to play with or without the host of secret, super powerful weapons that only arrive in crates.

USER SELECTED SPECIAL WEAPONS

If selected, then players may use the special weapon chosen when creating their team.

SCHEME OPTIONS

RETREAT TIME

The amount of time a player has to retreat after taking a move (using a weapon).

SUDDEN DEATH TIME

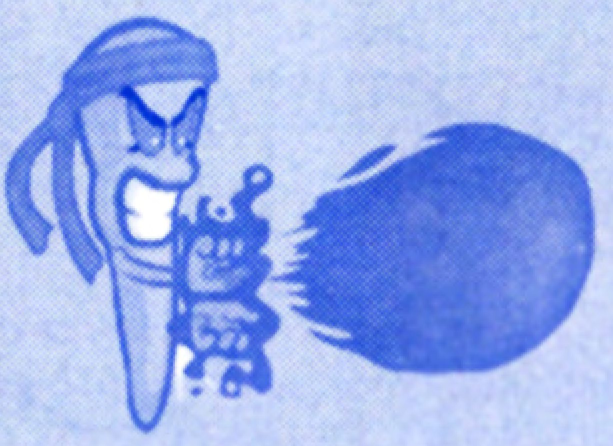
Sets how fast the water will rise in sudden death mode. Can be set to OFF, 5, 20 and 45 pixels every turn.

STOCKPILING

You keep any collected weapons that are unused and take them into the next round.

ENERGY REDUCTION

Selects whether a Worm's energy will be reduced to 1 during sudden death, the energy will drain slowly or nothing happens at all.



TERRAIN GENERATION SCREEN

This is the screen where you determine the shape and style of the landscape your game will take place on. You can choose between open landscapes, island-type landscapes, cavern-type landscapes and 'wormery'-type landscapes. In all there are 8 different types of terrain shape styles you can choose, generating billions of different combinations. You can also play on one of several supplied predrawn landscapes, and, when single-player missions are completed, you can play games on the mission landscape. Every game of Worms you ever play can be on a different landscape, if you wish.

LANDSCAPE

To select a landscape highlight the small terrain of your choice and press the ⊗ button to use. This will put the landscape in the larger window at the top of the screen, which denotes the landscape you will play your game on. Pressing the ▣ button on a small terrain will generate a new one.

APPEARANCE

The graphical appearance of your selected landscape can be changed by highlighting the TEXTURE TYPE box and toggling the available types. The texture type you choose determines the objects and look of the landscape you will play your game on.

BRIDGES

Bridges are an integral part of some strategies. Highlight the BRIDGES icon and toggle the number of bridges you would like to see on your landscape. Note: Bridges can only be placed where there is room on the landscape. It is wise to

choose the '2 island'-type landscapes if you want to use bridges.

OBJECTS

Each in-game landscape has a number of large objects placed on there. Highlight the OBJECTS icon and toggle the number of objects you would like to see on the landscape. If you want a landscape packed with features, choose a high number, otherwise choose a lower number. We recommend the highest number, and this is the default.

SAVING A TERRAIN

If you come across a particularly good randomly generated landscape, you can save it for future play.

To do this, move the highlight to the CURRENT TERRAIN box and press the ⊗ button to enter the save terrain screen. Once there, select an empty space to save the landscape and press the ⊗ button.

If there are no empty spaces left, you can overwrite any landscape by highlighting and pressing the ⊗ button.

It is also possible to save a landscape after you have actually played on it (as you might not be able to tell a particularly good landscape until you've done battle over it). To do this follow the above procedure immediately after your round has finished, i.e. go to the terrain generation screen from the ROUND RESULTS page.

If the match has finished, wait for the game to return to the CREATE GAME menu, then enter the TERRAIN GENERATION menu and follow the above instructions. The previously played landscape will always be visible in the top CURRENT TERRAIN window.

To load a landscape from the SAVE TERRAIN menu, simply highlight the terrain you wish to play on and press the □ button.

The terrain will now appear in the CURRENT TERRAIN box when you return to the terrain generation menu.

Note: The landscape you save is just the shape. It will play differently depending on the TEXTURE TYPE, BRIDGE and OBJECT number you select.

CUSTOM TERRAIN

You can choose to play on one of several supplied predrawn landscapes. To play on one, go to the CUSTOM TERRAIN window and select a terrain of your choice.
Note: You can't select bridges, object or texture types for custom landscapes.

The CURRENT TERRAIN window will show a predrawn landscape to show you have chosen one, though this will not be the actual landscape. Once all single-player missions have been completed, their landscapes will appear in this window and be available for selection.
When you are done, exit this menu by pressing either the ACCEPT button which will use your chosen landscape or the CANCEL button which will return you to the CREATE GAME menu without saving any of your changes.
If you cancel changes, the game will use the previous game's landscape, or a randomly generated one, depending whether you have played any games since loading the game.

STARTING THE GAME...

When you have finished setting your game up and are happy with the settings, press the START GAME button at the bottom right of the menu. Battle will then commence.

OPTIONS MENU

From this menu you can create new teams, edit old ones, view each team's in-battle performance statistics, change your controller configuration, alter the sound and video options, change language options and save or load the game status to and from your memory card.

CREATING A NEW TEAM

Creating a team of your own helps to get the most satisfaction out of playing Worms World Party. It adds to the game when you become attached to Worms that you have named, and you get great satisfaction when your favorite Worm pulls off an amazing shot.

To create your own team, highlight and select the CREATE TEAM icon. This takes you to the create team menu. When in the menu, you have several options:

SELECT HUMAN OR WORMBOT (CPU CONTROLLED) TEAM

Highlight this icon and press the ⊗ button to toggle whether the team is human controlled or controlled by the Console (at 1 of 5 different skill levels).

SELECT SPECIAL WEAPON

Some GAME SCHEMES allow the player to take into battle a special weapon of their choice. This special weapon will appear in the player's arsenal after a certain number of turns has elapsed. Highlight this option and press the ⊗ button to toggle through the available weapons. The choices are Sheep Launcher, Mad Cows, Holy Hand Grenade, Super Sheep, Mole Bomb, Old Woman and Homing Pigeon.

ARMORY

When creating or editing a new team you have the option to buy different selections of weapons for use in multi-player games.

SELECT GRAVESTONE

When one of your Worms is killed in action, he leaves behind a Gravestone. Highlight this icon and press the ⊗ button to toggle through the available Gravestones.

EDITING TEAM AND WORM NAMES

Move the highlight to your Team or Worm name and press the ⊗ button. The name will now appear in the character box on the right of the screen. Move around the letters and change the name to what you want. When you are done, highlight OK and press the ⊗ button. If you press CANCEL, the name will revert back to its original status.

If you want to change the names but don't want to edit each one, you can select the QUESTION MARK icon next to the name you want to change and press the ⊗ button. The name in question will change to a different random name each time you press the ⊗ button.

When you are done editing your team, select the ACCEPT button at the bottom right of the menu. If you aren't happy with your created team, select the DELETE TEAM box and press the ⊗ button - after you have confirmed the delete, you will be taken back to the options menu.

EDITING A TEAM

Highlight the team box and press the ⊗ button to choose the team you want to edit. Move the highlight to the EDIT TEAM DETAILS button and press the ⊗ button. Edit the team in the same way you would create one as highlighted previously in CREATE A NEW TEAM.

If you aren't happy with the changes made, you can simply select the RETURN AND CANCEL CHANGES button and press the ⊗ button. This will take you back to the options menu and cancel any team changes made.

VIEW TEAM PERFORMANCE

Select a team from the team box and then highlight and select this button to view that team's battle statistics.

In this screen, you can see how your selected team has performed in the single-player missions, training events, single-player deathmatch and their overall general battle performance. To see how the team has performed on each of the single-player missions completed, highlight the MISSION WINDOW and press left and right on the directional button to look at each of the mission statistics.

Highlight the TRAINING win-

dow and press left and right on the directional button to scroll through the TRAINING statistics.
The overall TEAM RANK in the GENERAL STATS is decided by the game outcomes.
When you have finished, select RETURN TO PREVIOUS MENU or press the △ button.

CONTROLLER OPTIONS

Highlight the controller and press the ⊗ button to take you to the controller options screen. In this menu you can alter the configuration of the buttons used in the actual game.
Highlight the controller and press the ⊗ button to choose 1 of 3 different configurations.

Also, should you have a DUALSHOCK® analog controller attached, you can toggle the Vibration function on or off. To do this, highlight the Vibration icon and press the ⊗ button to toggle on/off.

MEMORY CARD OPTIONS

You can save all the in-game options and settings (including TEAM NAMES and STATISTICS etc.) to your memory card. To do this you need to have 3 free blocks on your memory card.

Worms World Party automatically checks any inserted memory card while booting and loads in a Worms World Party file should there be one present. This means you can get playing as quickly as possible!

To save the game status, highlight the SAVE EVERYTHING icon and press the ⊗ button. You will be asked to confirm the save by highlighting and selecting either ACCEPT or CANCEL operation. When youhave accepted, read the on-screen information for details of any problems that may occur.

To manually load a saved game file, highlight and select LOAD EVERYTHING and follow the on-screen instructions.

SOUND AND VIDEO OPTIONS

From this menu, you can alter the volume of the sound effects and music that appear in the game, select which speech bank the Worm Teams will use in the battle, center the screen position and change the screen resolution.

MUSIC VOLUME

Highlight the CHANGE MUSIC VOLUME window and press the ⊗ button. You can now alter the music volume by pressing left and right on the directional button. Press the ⊗ button again when you have finished.

SOUND FX VOLUME

Highlight the CHANGE SFX VOLUME window and press the ⊗ button. You can now alter the sound effects volume by pressing left and right on the directional button. Press the ⊗ button again when you have finished.

SPEECH BANK

Highlight the SPEECH BANK window and press the ⊗ button. You can now move the blue highlight up and down the available speech banks. Press the ⊗ button on your desired speech bank to select.

LANGUAGE SCREEN

Select this icon to bring up a menu with a choice of different languages: UK, USA, Germany, France, Sweden, Italy, Spain, Holland, Denmark. Select the corresponding flag and the in-game language will change.

CENTER SCREEN

Highlight and select CENTER SCREEN MENU and press the ⊗ button to enter. Follow the on-screen instructions to center the position of the screen (only necessary on certain televisions).

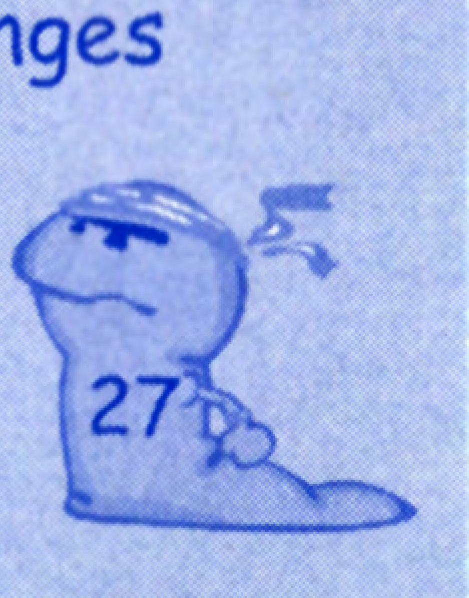
SCREEN RESOLUTION

You can alter the screen resolution that the main game appears in. This is particularly useful if you have a widescreen compatible television.

To do this, highlight the SCREEN RESOLUTION button and press the ⊗ button to toggle between 4:3 (lower resolution, recommended for normal televisions) and 16:9 (high resolution recommended for widescreen compatible televisions).

You can use the 16:9 screen resolution on a normal television if you wish, it's all down to personal preference. Try it and see...

When you have finished, select ACCEPT or CANCEL setting/changes and press the ⊗ button.



TECHNICAL SUPPORT

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual and the readme file. Also browse through our FAQ listings or search our support database at our website, http://support.ubi.com. Here you will find the most recently updated information since the game's release.

Also please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title (including version number)
- Exact error message reported (if applicable) and a brief description of the problem you're encountering
- Processor speed and manufacturer
- Amount of RAM
- Operating system
- Video card that you are using and amount of RAM it uses
- Maker and speed of your CD-ROM or DVD-ROM drive
- Type of Sound Card you are using

CONTACT US OVER THE INTERNET

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up to date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis so please check here first for solutions to your problems: http://support.ubi.com. If you cannot find an answer to your question, you will be able to send your question directly to our Technical Support staff. We will attempt to answer your question within 72 hours (barring weekends and holidays.)

CONTACT US BY PHONE

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above at hand.

Be advised that our Technical Support Representatives are available to help you Monday-Friday from 9 am- 9 pm (Eastern Standard Time).

While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please log on to our support site at http://support.ubi.com.

CONTACT US BY STANDARD MAIL

If all else fails you can write to us at:
Ubi Soft Technical Support
2000 Aerial Center Pkwy, Suite 110
Morrisville, NC 27560

RETURN POLICY

Please do not send any game returns directly to Ubi Soft Entertainment. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit our FAQ listing for your game and get the latest replacement policy and pricing.

PROOF OF PURCHASE

0 08888 31038 9

Worms World Party™

UBI SOFT LIMITED WARRANTY

Ubi Soft warrants to the original purchaser of its products that the products would be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is", without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft agrees for a period of ninety (90) days to either replace the defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubi Soft reserves the right to make improvements in its products at any time and without notice.

PRODUCT / DOCUMENTATION REPLACEMENTS:

Please contact Ubi Soft Technical Support before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available.

WITHIN THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

AFTER THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit the support section of http://www.ubi.com for an updated price list.

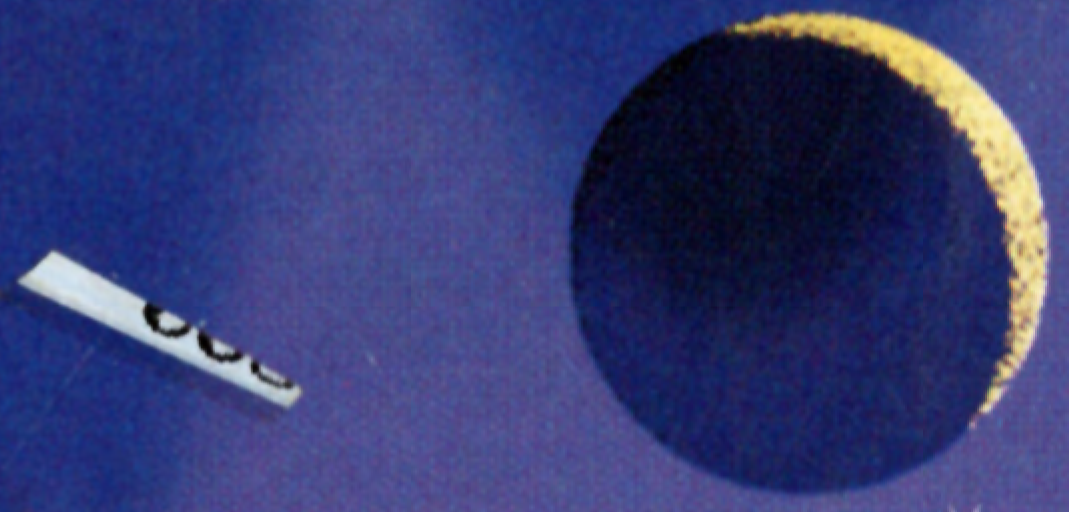
WARRANTY ADDRESS AND CONTACT INFORMATION:

Email: replacements@ubisoft.com
Phone: 919-460-9778
Hours: 9am - 9pm (EST), M-F
Address: Ubi Soft Replacements
2000 Aerial Center Pkwy, Ste. 110, Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubi Soft.

To order Ubi Soft products in the United States, please call toll free 877-604-6523.

WORMS WORLD PARTY™



Ubi Soft Entertainment, Inc. 625 Third Street, 3rd Floor, San Francisco, CA 94107

©2002 Ubi Soft, Inc. Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc. All Rights Reserved. The ratings icon is a trademark of the Interactive Digital Software Association. Worms World Party ©2002 Team17 Software. Team17 Software and Worms are registered trademarks of Team17 Software Limited. Published under license by Ubi Soft Entertainment. Original Concept Andy Davidson. All Rights Reserved.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation

TEAM17
www.team17.com

Ubi Soft
www.ubisoft.com